<u>In the Claims</u>:

Please amend claims 1, 3, 12, 13, 14, 15, 19 and 20-24. The status of the claims is as follows:

1.    (Currently Amended)  A method for communicating real time data streams between a plurality of virtual meeting attendees over a digital data network comprising the steps of:

receiving a plurality of real time data streams that include a first and a second real time data stream <u>communicated</u> from <u>at least one attendee computer at</u> each of a plurality of virtual meeting attendees;

linking said first real time data stream from each of the plurality of virtual attendees to a first network interface<u> that is separate from said at least one attendee computers</u>;

linking said second real time data stream from each of said plurality of virtual meeting attendees to a second network interface<u> that is separate from said at least one attendee computers</u>; and,

allowing a requestor to selectively link to one ~~or more~~ <u>but not the other</u> of said first and said network interfaces.

2.    (Original)  A method as defined by claim 1 and further including the steps of recording the usage of said requestor.

3.    (Currently Amended)  A method as defined by claim 2 wherein the step of recording said usage includes recording the <u>amount of</u> time that <u>said requestor</u> selectively links to ~~each of~~ said one <u>but not said other</u> ~~or more~~ of said first and said second ~~interface~~ <u>interfaces</u>, and of recording the time said requestor disconnects from ~~each of~~ said one ~~or more first and second~~ network ~~interfaces~~ <u>interface</u>.

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4. (Original) A method as defined by claim 2 wherein the step of recording said usage includes recording the amount of data consumed by said requestor.

5. (Original) A method as defined by claim 1 wherein said first real time data stream is audio data and said second real time data stream is video data.

6. (Original) A method as defined by claim 1 wherein said plurality of real time data streams further includes a third real time data stream, and further including the step of linking said third real time data stream from each of said plurality of virtual meeting attendees to a third network interface.

7. (Original) A method as defined by claim 6 wherein said plurality of real time data streams includes a total of $n$ streams, and further including the step of linking each of said $n$ streams from each of said virtual meeting attendees to one of n network interfaces, where $n$ is any positive integer.

8. (Original) A method as defined by claim 7 wherein said first real time data stream from said $n$ streams is video data, wherein said second real time data stream from said $n$ streams is audio data, wherein said third real time data stream from said $n$ streams is application data, and wherein a fourth real time data stream from said $n$ streams is auxiliary data.

9. (Original) A method as defined by claim 1 wherein said first and second network interfaces are within a bridge.

10. (Original) A method as defined by claim 1 wherein said first and second interfaces are each one port.

11.  (Original)  A method as defined by claim 1 wherein said first and second interfaces are each a plurality of ports.

12.  (Currently Amended)  A method as defined by claim 1 wherein each of said plurality of real time data streams are encoded in a packet based protocol that includes a discrete control portion and a discrete data portion, wherein said first network interface includes a first port linked to said first real time data stream data portion to and a second port linked to said first real time data stream control portion to, and wherein said second interface includes a first port linked to said second real time data stream data portion and a second port linked to said second real time data stream control portion wherein said data and control portions are communicated through different ports.

13.  (Currently Amended)  A method as defined by claim 1 wherein said plurality of virtual meeting attendees are a first plurality of virtual meeting first attendees at a first virtual meeting, and wherein the method further includes the steps of:

receiving a second plurality of real time data streams from each of a second plurality of second attendees of a second virtual meeting, said second virtual meeting different from said first virtual meeting wherein said first attendees from said first virtual meeting are not in communication with said second attendees from said second virtual meeting, said second plurality of real time data streams from each of said second plurality of second virtual meeting second attendees including a first and a second real time data stream;

linking only said first real time data stream from said second plurality of data streams from each of said second plurality of second virtual meeting second attendees to a third network interface; and,

linking only said second real time data stream from each of said second plurality of second virtual meeting second attendees to a fourth network interface.

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14.    (Currently Amended)  A method as defined by claim 13 wherein said first real time data streams from each of said first plurality of first virtual meeting attendees and said first real time data streams from each of said ~~second~~ plurality of second virtual meeting second attendees are video data streams, and wherein said second real time data streams from each of said first plurality of first virtual meeting first attendees and said second real time data streams from each of said ~~second~~ plurality of second virtual meeting second attendees are audio data streams.

15.    (Currently Amended)  A method as defined by claim 1 wherein said plurality of virtual meeting attendees are physically present in a plurality of conference rooms, and wherein at least a portion of ~~each of~~ said conference rooms ~~having~~ have a plurality of cameras for communicating a plurality of real time video streams.

16.    (Original)  A method as defined by claim 1 and further including the step of designating at least one of said first and second network interfaces as a high bandwidth interface, and of connecting the highest bandwidth data stream from said plurality of real time data streams to said high bandwidth interface.

17.    (Original)  A method as defined by claim 1 wherein at least one of said first and second network interfaces is an interface between unicast and multicast communications.

18.    (Original)  A method as defined by claim 1 and further including the preliminary step of querying each of said plurality of virtual meeting attendees to identify said first and second real time data streams.

19.    (Currently Amended)  A method for linking data communications between a plurality of attendees ~~users~~ in ~~a~~ virtual ~~meeting~~ meetings on a data network, the method comprising the steps of:

designating a first network interface for communicating real time video data streams during a first virtual meeting between a plurality of first meeting attendees;

designating a second network interface for communicating real time audio data streams during said first virtual meeting;

designating a third network interface for communicating real time video data streams during a second virtual meeting that occurs at least partially concurrently with said first virtual meeting between a plurality of second meeting attendees, said second virtual meeting different from said first virtual meeting wherein said first meeting attendees are not in communication with said second meeting attendees;;

designating a fourth network interface for communicating real time video data streams during said second virtual meeting that occurs at least partially concurrently with said first virtual meeting;

querying ~~the~~ said plurality of first meeting attendees and said plurality of second meeting attendees ~~users~~ to determine what types of real time data streams ~~each of said plurality of users~~ said first and second meeting attendees will communicate to and from the network, said types of data including at least video and audio data; and,

linking each individual of said plurality of first meeting attendees ~~users~~ to one or both of said first and second network interfaces depending on what types of data are to be communicated, ~~said each individual of said plurality of users selected~~ and linking each individual of said plurality of second meeting attendees to one or both of said third and fourth network interfaces depending on what types of data are to be communicated.

20. (Currently Amended) A method as defined by claim 19 and further including the steps of recording the usage by each of said first and second meeting attendees ~~users~~ of each of said first, second, third or fourth network interfaces.

21. (Currently Amended) A method as defined by claim 20 wherein the step of recording said usage includes recording the duration time that each of said first

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and second meeting attendees ~~users~~ is linked to each of said first, second, third or fourth interfaces, and further including the step of multiplying said duration time by a respective per-unit time fee for said interface to calculate a fee for each of said plurality of users.

22. (Currently Amended) A method as defined by claim 20 wherein the step of recording said usage includes recording the data consumed by each of said ~~users~~ first and second meeting attendees over each of said first, second, third or fourth interfaces, and further including the step of multiplying said data consumed by a respective per-unit data fee for said interface to calculate a fee for each of said plurality of first and second meeting attendees~~users~~.

23. (Currently Amended) A method as defined by claim 19 and further including the step of designating at least one of said first, ~~or~~ second, third or fourth interfaces as secure, and of only allowing said first or second meeting attendees ~~users~~ to link to said secure interface after presentation of a password.

24. (Currently Amended) A computer program product for linking data communications between a plurality of users in each of a plurality of virtual meetings on a data network, the program product comprising computer executable instructions stored on a computer readable medium that when executed cause one or more computers to:

receive a first plurality of real time data streams from each of a plurality of attendees at a first meeting, said plurality of real time data streams including at least one real time video data stream and at least one real time audio data stream from each of said plurality of first meeting attendees;

receive a second plurality of real time data streams from each of a plurality attendees at a second meeting, said second virtual meeting occurring at least partially concurrently with said first virtual meeting, said second plurality of real time data streams including at least one real time video data stream and at least one real time audio data stream from each of said second virtual meeting attendees;

link only said real time video data streams from said plurality of first meeting attendees to a first network interface and linking only said real time audio data streams from said plurality of first meeting attendees to a second network interface;

link only said real time video data streams from said plurality of second meeting attendees to a ~~fourth~~ third network interface and linking only said real time audio data streams from said plurality of second meeting attendees to a ~~fifth~~ fourth network interface; and

allow a requestor to selectively choose which of said interfaces to receive data streams from whereby said requestor may choose to receive data streams from only one of said first, second, third or fourth interfaces.

25.     (Original)  A computer program product as defined by claim 24 wherein the program instructions further cause the one or more computers to assign an identifier to each of said first, second, third and fourth interfaces, said identifier having inherent knowledge that describes the content of the data streams linked thereto.

26.     (Original)  A computer program product as defined by claim 24 wherein the program instructions further cause the one or more computers to assign identifiers to each of said network interfaces, said identifier for said first network interface including A and X, said identifier for said network second interface including A and Y, said identifier for said third network interface including B and X, and said identifier for said fourth network interface including B and Y, where A is an identifier for said first virtual meeting, B is an identifier for said second virtual meeting, X is an identifier for an interface having only video data, and Y is an identifier for an interface having only audio data.